

FIG. 1



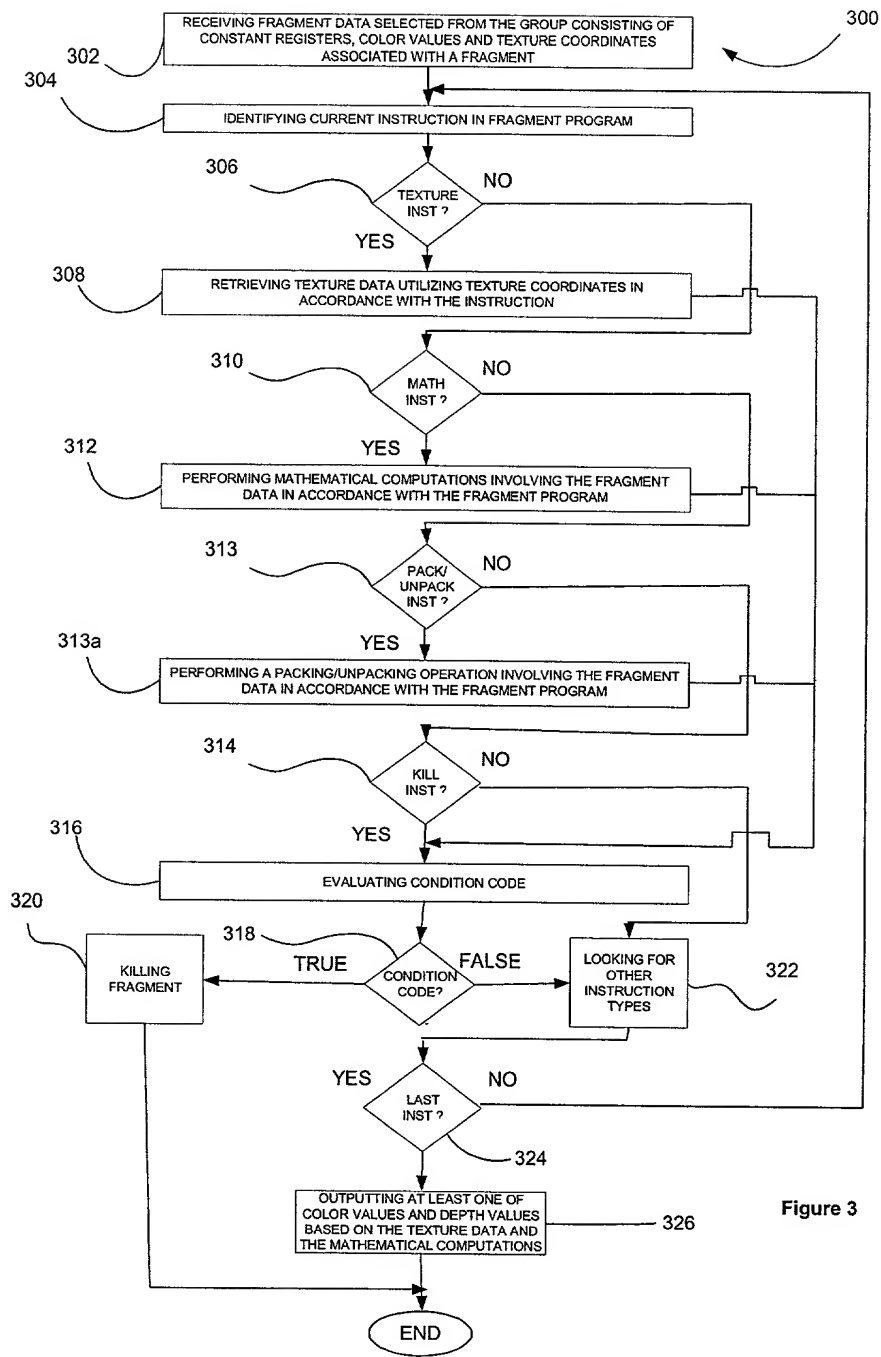


Figure 3

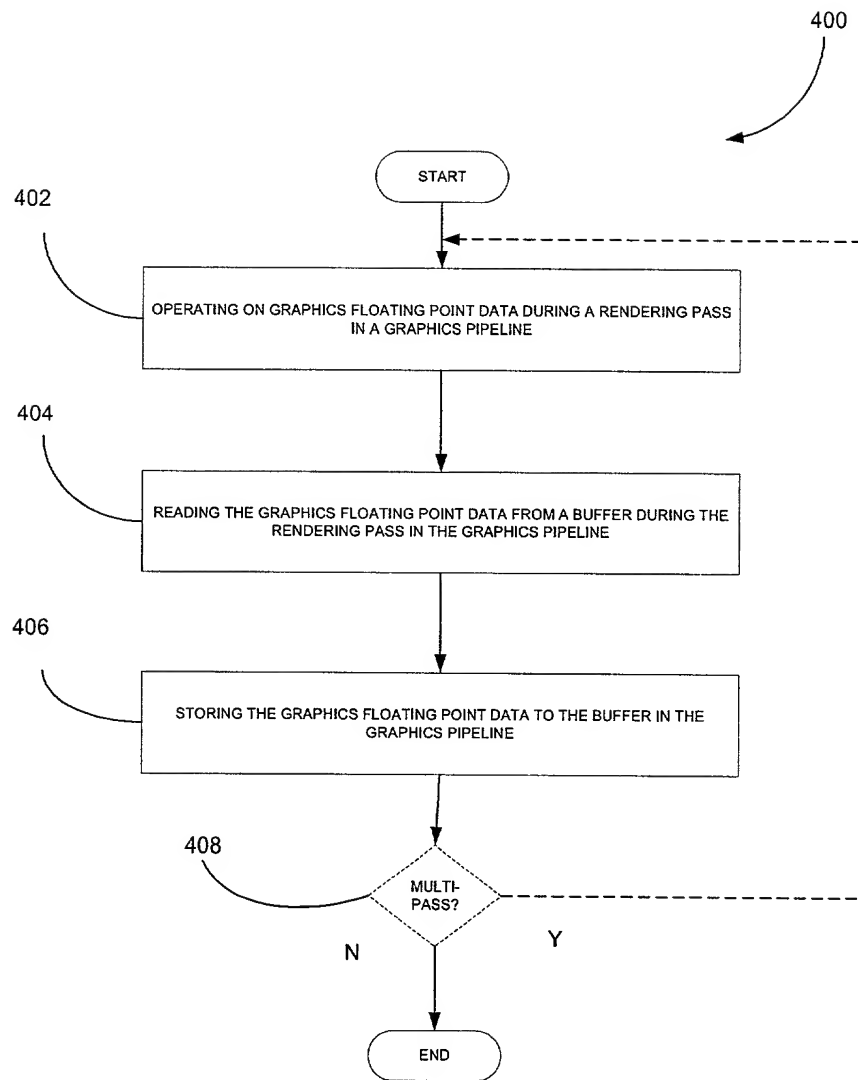


Figure 4



| Get Value                   | Type  | Get Command | Init. Value | Description   | Sec. | Attribute |
|-----------------------------|-------|-------------|-------------|---|------|-----------|
| TEXTURE_FLOAT_COMPONENTS_NV | n x B | GetTexLevel | 0           | True if texture holds unclamped floating-point values | 3.8  | -         |

| Get Value                  | Type | Get Command | Init. Value | Description  | Sec.  | Attribute    |
|----------------------------|------|-------------|-------------|--|-------|--------------|
| CLEAR_COLOR_VALUE          | C    | GetFloatv   | 0,0,0,0     | Color buffer clear value (RGBA mode), each value clamped to [0,1]. | 4.2.3 | color-buffer |
| FLOAT_CLEAR_COLOR_VALUE_NV | 4xR  | GetFloatv   | 0,0,0,0     | Color buffer clear value (RGBA mode), each value unclamped.        | 4.2.3 | color-buffer |

| Get Value          | Type | Get Command | Init. Value | Description                                     | Sec. | Attribute |
|--------------------|------|-------------|-------------|---|------|-----------|
| FLOAT_RGBA_MODE_NV | B    | GetBooleanv | -           | True if color buffers store floating-point data | 4    | -         |

Figure 5